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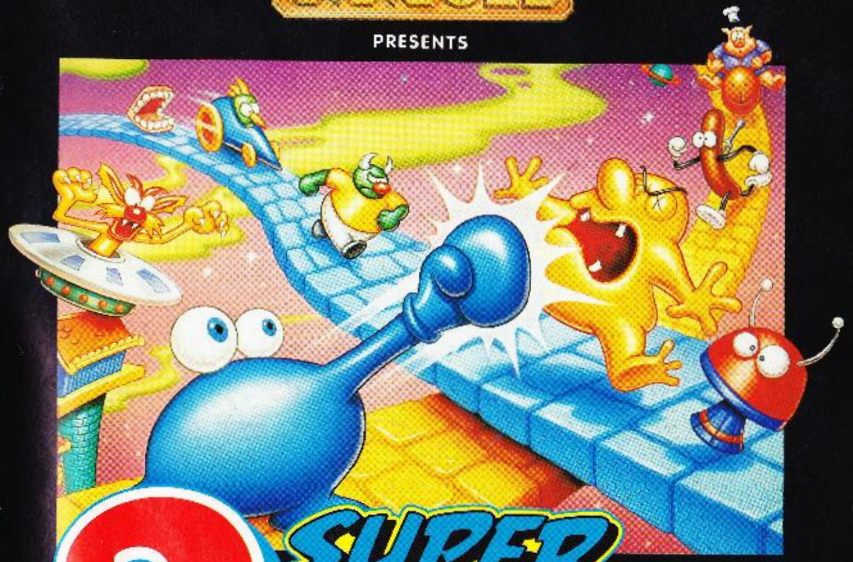
PRESENTS



SUPER PUTTY

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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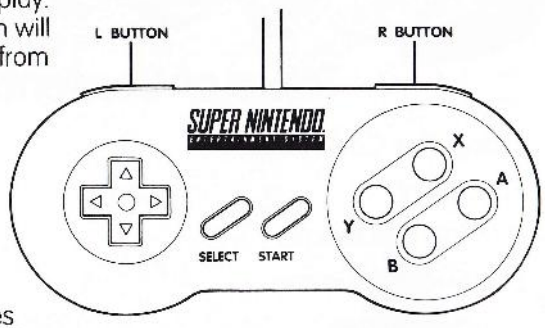
USING THE CONTROLLER

L AND R BUTTONS

Pressing these buttons will make Putty punch to the left or the right.

START BUTTON

Pressing Start begins the game. Pressing the Start button during the game pauses the play. Pressing the button will release the game from pause mode.



CONTROL PAD

UP Changes Putty from absorb mode. Pressing Up in combination with the A button makes Putty stretch upwards.

DOWN Will make Putty melt. Pressing Down in combination with the A button makes Putty stretch downwards.

LEFT Makes Putty wriggle to the left. Pressing Left in combination with the A button makes Putty stretch to the left.

RIGHT Makes Putty wriggle to the right. Pressing Right in combination with the A button makes Putty stretch to the right.

X BUTTON Press this button repeatedly to make Putty inflate. Over inflation causes Putty to explode and lose some pliability.

A BUTTON Press this button in combination with any of the movement functions on the control pad to make Putty stretch in the desired direction.

B BUTTON Press this button to make Putty jump. While jumping, Putty's direction can be controlled in the air by using the functions of the Control Pad.

THE STORY

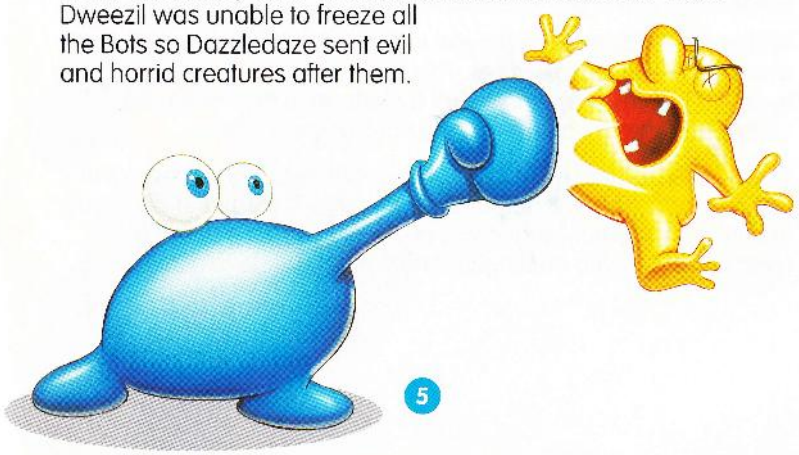
Putty Moon was a peaceful and carefree place, where a Putty could just ooze away the days or hang from the ceiling and drip. One dark day a sinister space ship appeared in the sky. On board was the evil wizard Dazzledaze and his thoroughly obnoxious sidekick, Dweezil the Cat. Life on Putty Moon would never be the same again. Dazzledaze and Dweezil planned to capture all the little blue, chewy Putties, foil wrap them and ship them off to Earth as "Shriek!" gum.

Watching on in terror, Putty, aspiring local hero, boldly stepped out from his place of safety. He was surprised when a screaming baby told him that Dazzledaze has been kidnapping babies from Earth and turning them into horrid and grotesque creatures.

Putty could no longer stand by. He must bounce into action and bring down this evil tyrant. How would you like to be in someone's mouth, chewed, bitten, squashed and pumped up with air till your head burst?

Putty met the Bots, mechanical inhabitants of Zid who were friendly to the Putties and had come to help. Dazzledaze also noticed the arrival of the Bots, and fearing they would interfere with his wicked work, set a trap for them.

As the Bots began to explore Putty Moon, Dweezil lay in wait for them. When they drew close he froze them into blocks of ice. Dweezil was unable to freeze all the Bots so Dazzledaze sent evil and horrid creatures after them.



PLAYING THE GAME

By using the wide range of Putty's movements and special functions, you must collect Bots (robots) that are scattered around all the levels and get them to places of safety. There is a limited time in which to get the Bots to safety, so keep your eye on the timer. When you successfully get a Bot to safety you receive a time bonus.

At the top of the screen there is an indicator to show how many Bots are 'out' and that have to be collected and taken to a place of safety. There is one safe place in every stage where you must deposit the Bots. When this is done correctly, the indicator will show the number of Bots you have 'in.'

When you begin a stage for the first time locate the safe place as quickly as possible: in the early stages they look like flying saucers and in later stages like elevators or doorways.

In the early levels of the game the Bots are frozen into blocks of ice. Before you can collect them you must punch the blocks to free them. Once free, the Bots will remain close by to where you found them.

In later levels, Bots move around looking for safe places trying to avoid Dazzledaze's creatures. This makes your task harder in trying to collect Bots as they wander off a platform in their desperate search for safety or blunder into a Bot-hungry enemy.

To collect a Bot, you must position Putty close to it and melt down into a puddle. This will automatically absorb the Bot and allow you to carry him to safety. When you are in the correct position to release the Bot, you melt again and the Bot will be released.

Carrying a Bot can be quite a burden to Putty and you will discover there are some things you cannot do. If there are a lot of enemies around, it is wise to release the Bot. Doing a melt will do this automatically. Then take care of the enemies around you.

In your mission you will encounter many different kinds of enemies and hazards. Destroy them by either squashing them, punching them, or absorbing them.

Sometimes Putty will have to change his shape. This unique skill of molding (transforming into another character) can only be done with certain characters in the game. If you have come up against a hazard you cannot solve, see if you can mold into any of the nearby characters. Once transformed, Putty takes on the attributes of that character. Use these new skills to overcome problems.

STARTING THE GAME

At the Title screen press any button to go to the Player Select screen. To choose one or two players press up or down on the Control Pad and use any button to select your choice. Now the Start Zone screen will appear. Press Up or Down to select from Gym, the practice level, or three other levels. Press any button to start the game.

SPECIAL MOVES

Melt
Become a puddle. Putty cannot be hurt when he is melted. See also Absorb and Mold moves.
Push Down on the Control Pad; to un-melt, push Up.

Inflate/Explode
Putty can inflate up to four times his normal size and act as a cushion to catch falling friends. Inflating more than this will cause Putty to explode.
Press Button X repeatedly.

Jab
Putty makes a fist and can punch enemies.
Press L or R to punch left or right.

Absorb
Absorb nearby objects and characters into Putty. When Putty has become a puddle the character or object will disappear and then Putty will automatically un-melt.
Push Down on the Control Pad.

Mold
Transform Putty into another character.
First absorb another character. If the magic molecule appears at the top left corner of the screen, Putty will be able to transform.
Push Down and press X, Y, A, or B repeatedly.

HIGH SCORE SCREEN

If you earn more than 25,000 points you can enter a name with up to seven letters in the High Score screen. Use the Control Pad to select the letter and press any button to move to the next space.

PLAYING TIPS

Several objects and creatures help Putty. Explore around to find them. Below is a list of useful objects and helpful hints.

OBJECTS

False Teeth
These will help you overcome large enemies.

Pocket Watch
Gives you a thirty second time advantage to save the Bots.

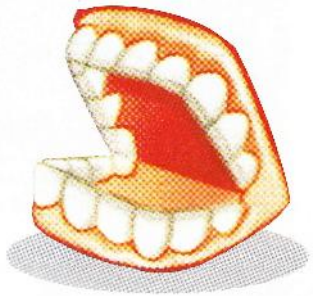
Uncle Ted
Appears from nowhere and gives you a time advantage while he entertains the enemies on the screen.

Instant Up
Gets Putty up to the top of the stage.

Instant Down
Gets Putty to the bottom of the stage.

Dweezil Power
Gives Putty 30 seconds invulnerability.

Trashcan
Lets Putty carry four Bots to safety at the same time.



HINTS

Absorb everything you can to keep up Putty's pliability.

Putty cannot absorb anything mechanical.

Everything mechanical is lethal to Putty.

When Putty melts he cannot be damaged — enemies can walk over him, drop things on him, etc.

Any enemy bigger than Putty can only be punched.

Some enemies cannot be destroyed and will drop missiles on Putty. Avoid these.

Sometimes Putty can get enemies to shoot each other. Try bouncing Putty between the creatures.

Going after the big enemies, though dangerous, can produce big rewards when successfully destroyed.

If you have to release Bots from within Putty before reaching a place of safety, try doing it on a platform where there are no enemies.

Some enemies, when punched, will release a baby. Absorbing these gives Putty a bonus. Squashing or absorbing those same enemies will not release babies.

Keep your eyes open for random objects falling from the sky. These will help to keep Putty's pliability up.

THE BAD GUYS

The game is divided into six levels with three stages in each. Following is a list of some of the enemies you will encounter:

LEVEL I - PUTTY MOON

The Bouncer
Can be squashed, absorbed or punched to release a baby.

Smooth Criminal
Avoid his bullets and the recoil from his gun will knock him off the platform.

Funky Freida
A quick punch will change this character. Squash her before she changes back.

TNT
Explodes on contact. Try to avoid it.

Kamikaze Chicklet
Flutters about and explodes on contact. It's difficult to absorb.

Big Bad Biggles
Drops bombs and is indestructible.

Gorp
Attempts to slash you with his sword. An accurate punch will stop him.

LEVEL 2 - DAZZLEDAZE VILLAS

Steve MacLean
This boxing frankfurter should be eaten using the false teeth.

C. Stars
Avoid his cannon balls and try to punch him.

Lester
He looks like a big, tough guy but is actually a wimp. Punch him and go right by him.

Flying Hag
She's indestructible so avoid her missiles.

Small Red Goblin
Can be squashed or punched but beware of its sharp fork.

Gooey Gunther
Avoid his missiles and absorb him with the false teeth.

Dazzledaze
Get away from him as fast as possible.

LEVEL 3 - TECHNOFEAR

Hopalong Hog
A punch will push him away. Try to give him a shock on the electrified platform.

Space Gun
Inflate to get rid of it.

Mr. Magic
Avoid his spells and try to punch or squash him.

Quackers
A well aimed punch will get rid of him.

Goody Gobbler
Eats white rabbits and is very poisonous to Putty. Mold into a rabbit and get the Goody Gobbler to swallow you.

Shockapillar
Carries a negative electrical charge and can be used to defuse an electrical platform.

Loopy Light Bulb
Needs to be charged with negative electricity to be destroyed.

LEVEL 4 - ORIENTAL ROOMS

Sensei
Releases noxious burp bubbles. He can also create a force field around himself.

Firework Imp
Take on the characteristics of this enemy to allow Putty to shoot missiles. The imps can also be persuaded to shoot at each other.

Clucks
Lays eggs which hatch into Sumo wrestlers. Break the eggs before they hatch.

Mick the Flick
Carries a sack of dynamite around and takes great delight in throwing it. Punch, shoot or squash him if you can.

Shogun Vampire
Flies about and drops Firework Imps.

LEVEL 5 - TOY TOWN

Joe "Cool" Orange
Become an orange to defeat him.

Teddy Bear
Does not like noise and will charge at you if disturbed. He explodes on contact with Putty.

Bugsy
Will try to shoot you on sight.

Freddy Fastlane
A road maniac who will try to run you over. Squash him if you are able.

Toy Soldier
Try shooting at him when you are an orange.

Snowball Gnome
Avoid its lethal snowballs.

Terrible Thompson Triplets
Billy, Bobby and Biff lean out of the train windows and drop toy trains in your path. They will explode on contact.

LEVEL 6 - TWILIGHT ZONE

Rocket Motor
Is highly dangerous and must be avoided.

Dweezil's Flying Saucer
Will follow you around and drop mini saucers on your head. To destroy it you must become a Black Hole and absorb it — sending it to the fourth dimension.

Gramps
Try and punch him out of the air.

Buzzsaw
Must be avoided at all costs.

Atomic Energy Pod
Avoid touching these lethal contraptions.

Black Hole
Hunts Bots and absorbs them. Try to absorb it first.

Suction Footed Tomato
Simply tries to avoid you. After jumping on his feet and knocking him off the platform, you can eat him.

Bubble Lou
Produces bath time bubbles that must be avoided

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